

TAEKYUNG LEE

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EDUCATION

Korea Advanced Institute of Science and Technology (KAIST)
B.S. in School of Computing (Advanced Major, Certificate in AI)

Feb. 2016 - Present

CLASS PROJECTS

LiveSync: Acoustic-based Live Video Synchronization
CS442 Mobile Computing and Applications, Prof. Sung-Ju Lee

Sep, 2019 - Dec. 2019

Implemented **LiveSync**, an automatic tool to synchronize between multiple devices with same video streaming by utilizing the audio content.

Towards a Time-efficient CNN Design with Cartesian Genetic Programming Sep, 2019 - Dec. 2019
CS454 Artificial Intelligence based Software Engineering

Improved existing Cartesian Genetic Programming based tool for automatically generating CNN architectures. Also performed statistical analysis for efficient genetic programming.

SPADE-based Line Art Colorization
CS470 Introduction to Artificial Intelligence

Sep, 2019 - Dec. 2019

Experienced CNN-based deep learning to automatically colorize the line art with given color hints.

WORK EXPERIENCE

Networking and Mobile Systems Lab (NMSL), KAIST
Undergraduate Researcher

Mar. 2020 - Present

Currently leading a research project of real-time mind-wandering detection while watching video lectures.

Deepscnt Co., Ltd
Software Developer

Dec. 2019 - Feb. 2020

Currently developing a market-released mobile application front-end with Angular, and back-end with Flask.

Advanced Networking Lab (ANLAB), KAIST
Undergraduate Researcher, Individual Study

Mar. 2019 - Dec. 2019

Participated in the industry-academic cooperation project with Netmarble. Studied several mobile ad fraud papers and analyzed real-world user log data to inspect malicious mobile game users.

Computer Architecture Lab (CALAB), KAIST
Individual Study

Jun. 2018 - Aug. 2018

Studied GPU parallel architectures and researched OpenCL-based sparse matrix libraries.

TEACHING EXPERIENCE

Teaching Assistant, KAIST
CS496 Immersion Camp

Jun. 2019 - Aug. 2019

EXTRA-CURRICULAR

Immersion Camp

Dec. 2018 - Feb. 2019

Developed two Android apps, one web service and two Unity games in five weeks. Implemented a coin karaoke status page with Arduino and HTML/CSS. In recognition of the result, received an offer of teaching assistant.

AWARDS & HONORS

The National Scholarship for Science and Engineering

2018 - 2019

TECHNICAL EXPERIENCE

Programming Languages Python, C++, C, Kotlin, TypeScript

Mobile Development Android, Angular

Web Development HTML/CSS, PHP

Server Development NodeJS, Flask, MySQL, MongoDB

Parallel Computing CUDA, OpenGL, OpenCL, OpenMP, pthread

Image Processing OpenCV, Matlab

Data Analysis in Python Pandas, Dask, Plotly